

NMFS FISHERIES OBSERVER PROGRAM**MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)**

OBS/TRIP ID	
DATE LAND mm/yy	/
PAGE #	OF

PSID #	HAUL NUM	GEAR NUM	NET NUM/ DREDGE/NET POSITION (p/s/u/a)	TIME 24 hours	ADD COND CODE	SPECIES		TAG		ENTANG SITU CODE	ANIMAL COND CODE	ANIMAL ONBRD? 0 = No 1 = Yes	PHOTO TAKEN? 0 = No 1 = Yes	SAMPLE LOG? 0 = No 1 = Yes	ESTIM LEN cm (if no actual) (no birds)
						NAME	CODE	NUMBER(S) (Record the most recent tag first.)	CODE(S)						
1				:											
2				:											
3				:											
4				:											
5				:											
6				:											
7				:											
8				:											
9				:											
0				:											

COMMENTS

NMFS FISHERIES OBSERVER PROGRAM**MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Back)**

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ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES: 0 = Unknown 1 = No Pingers Used On Gear 2 = Audible 3 = Inaudible, Tested and Working 4 = Inaudible, Tested and Not Working 5 = Inaudible, Not Tested 6 = Absent (Lost) 9 = Other	ENTANGLEMENT / INTERACTION SITUATION CODES: 00 = Unknown 01 = Fell From Gear at a Point Unknown 02 = Fell From Gear Before Exiting Water 03 = Fell From Gear Once Hauled Out of Water 04 = Fell From Gear Due to Force of Roller 05 = Removal Requires Cutting of Gear/Animal 06 = Removal Does NOT Require Cutting of Gear/Animal 10 = Sea Bird Caught, Gangion Attached to Mainline 11 = Sea Bird Caught, Gangion Unattached to Mainline 12 = Hooked, Ingested 13 = Hooked, Beak 14 = Hooked, Head 15 = Hooked, Flipper 16 = Hooked, Carapace 17 = Hooked, Other/Unknown 18 = Caught Inside Dredge Chain Bag 19 = On Top of Dredge or Dredge Frame 20 = Caught in Dredge Frame or Between Bails 21 = Caught Inside Dredge in Twine Top 22 = Caught on Sweep/Tickler/Rock Chains 23 = Caught in Bridles/Cables/Warp 24 = Inside Mouth of Trawl Net 25 = Inside Belly of Trawl Net 26 = Inside Codend of Trawl Net 27 = Caught in Sweep or Footrope of Trawl Net 28 = Contact with Vessel or Vessel Equipment other than Fishing Gear 29 = Entangled in Gear other than Vessel's Fishing Gear (e.g. Ghost Gear Caught by Vessel) 99 = Other NOTE: If more than one code applies to a situation choose the code that describes the primary entanglement/interaction (e.g. a turtle is observed inside the twine top of a dredge and falls from the gear as it is hauled up - choose code 21 as it best describes the primary interaction).	ANIMAL CONDITION CODES (when released): 00 = Unknown 01 = Alive, Condition Unknown 02 = Alive, Not Injured 03 = Alive, Injured 04 = Alive, Gear In/Around Mouth 05 = Alive, Gear In/Around Flipper 06 = Alive, Gear In/Around Another Single Body Part 07 = Alive, Gear In/Around Several Body Parts 08 = Alive, Seen by Captain/Crew ONLY 09 = Alive, resuscitated (turtle) 10 = Dead, Condition Unknown 11 = Dead, Fresh 12 = Dead, Moderately Decomposed 13 = Dead, Severely Decomposed 14 = Dead, Seen by Capt/Crew ONLY
TAG CODES: 0 = Unknown 1 = Tag Applied by Observer 2 = No Tag(s) 3 = Tag Already Present, Left On 4 = Tag Already Present, Removed NOTE: Record Turtle Pit Tags on the Sample Log.		
ADDITIONAL COMMENTS		